

a communications network coupled to said local computer system and to a remote computer system including a database containing trading card information relating to said interactive entertainment;

wherein;

said card reader/writer transfers said identification data and access software via said local computer system and communications network to said remote computer system; and

said remote computer system processes said identification data and access software to enable access to said remote computer system for interactive entertainment.

13. (Amended) The system of claim 12, wherein:

said remote computer system programmed to: compare said card-specific code with information in said database to determine whether a particular trading card represents an active or an inactive player; and

allow the assignment of an inactive player represented by said particular trading card to a team for interactive game playing with at least one remote user, and prohibiting said assignment if said player is active.

16. (Amended) The system of claim 1, wherein said embedded-chip trading card includes surface graphic elements related to said entertainment theme.

18. (Amended) A system for playing a game comprising:

a smart card containing a stored program containing information regarding a game to be played on a remote computer;

a computer having a smart card reader for reading said information and a display for displaying game information derived from said smart card, said computer including an internet connection; and

a remote server connected to an internet connection containing a computer program for playing a game with said computer, said remote server connecting to said computer over said Internet connections in response to a request received from said computer through said internet connection, and downloading to said computer a game selection for display on said computer display which permit said game to be played and download status information produced from playing said game to said smart card.

23. (Amended) In a system for playing games over a communications network, a smart card having a stored computer program for executing the process of:

connecting a computer which is connected to said smart card to a remote computer for playing said game;

displaying to a user through a smart card reader and local computer the information pertaining to said game;

providing security information which is transferred over said communications network to a remote server containing a computer game program to authenticate a user of said game program; and

storing game status information downloaded from said remote server.

29. (Amended) In a computer entertainment system, an electronic trading card comprising:

a smart card enclosed within a container having visual information on the exterior of said container having contacts for accessing an internal processor and a memory which contains information pertaining to said stored statistics;

said smart card providing for bi-directional transfer of data to a computer system programmed with entertainment software and stores statistics produced by said entertainment software.

35. (Amended) A system for playing a game comprising:

a smart card containing a processor and a memory for storing information relating to a game being played;

a local computer system for communicating with said smart card and establishing an Internet connection;

a remote server connected to communicate with said local computer system over said internet connection, said remote server executing game playing software with said local computer system using information transferred from said smart card wherein information relating to the playing of said game is downloaded from said server and stored in said smart card, and displayed each time said smart card is read by said local computer system.

38. (Amended) A method for facilitating playing a game on a remote computer system which communicates with a local computer comprising:

programming a smart card for interaction with said local computer to incorporate a security algorithm, game playing identification data and an identification number unique to said card into said smart card arranged for transfer via said local computer to said remote computer system to authorize said remote computer system to allow game play with said user; and

providing storage capacity in said smart card to permit said smart card to store data from said remote computer system.

41. (Amended) In a system for playing a game using a local computer in communication with a remote computer system which executes game playing software, a method for playing said game comprising:

uploading security information from a smart card being read by said local computer to said remote computer system;

using said security information at said remote computer system to verify said user is an authorized card holder;

downloading from said remote computer system to said smart card data produced during playing of a game; and

downloading text from said remote computer system to said user for display on said local computer.

45. (Amended) A method for facilitating playing of a computer game on a remote computer system in communication with a local computer, comprising:

uploading to said remote computer system card specific information and game specific information from a smart card being read by said local computer; and

using said card specific information and game specific information to verify said user is an authorized card holder;

downloading information produced from playing said game and storing said information on said smart card; and

maintaining a data base of information relating to each smart card at said remote computer system, representing game playing data unique to said smart card, and updating data stored in said smart card with said information.

48. (Amended) A method for facilitating playing a game on a ^{remote} computer comprising: ^{1/2-5}
 programming a smart card for interaction with said ^{remote} computer to incorporate a security algorithm and game playing identification data into said smart card arranged for transfer to said ^{remote} computer to authorize said ^{remote} computer to allow game play with a user of said computer; and
 providing storage capacity in said smart card to permit said card to store data from said remote computer system.